

Lampiran 1 Pre Treatment

**ANGKET PENELITIAN KESEHATAN GIGI DAN MULUT PADA
ANAK USIA DINI DALAM DUA BAHASA MELALUI GAME
(PRE TEST)**

I. IDENTITAS RESPONDEN KUISIONER

Nama orang tua : _____

Nama anak : _____

Umur anak : _____

Sekolah anak : _____

Alamat : _____

Tanggal : ____/____/____

II. PETUNJUK PENGISIAN

Bacalah secara seksama sebelum mengisi kemudian pilihlah salah satu jawaban dari masing-masing poin pertanyaan dengan memberi tanda (✓) pada kotak yang telah disediakan.

Isilah angket ini dengan jujur apa adanya, seerta penuh ketelitian. Sebelumnya saya ucapkan terima kasih atas partisiasinya dalam pengisian angket ini. Dengan anda mengisi angket ini, anda membatu proses penelitian ini.

(LANJUTAN)

III. DAFTAR PERTANYAAN

No	Pertanyaan	Jawaban	
		Y	T
1	Apakah kamu rutin menjaga kesehatan gigi dan mulut?		
2	Apakah kamu menyikat gigi sehari lebih dari 2 kali?		
3	Taukah kamu jika menyikat gigi malam hari sebelum tidur itu penting?		
4	Taukah kamu langkah-langkah menyikat gigi yang baik dan benar?		
5	Apakah kamu rutin kedokter gigi setiap 6 bulan sekali?		
6	Apakah orang tua kamu memberikan edukasi tentang menyikat gigi?		
7	Apakah orang tua kamu juga menjaga kesehatan gigi dan mulut?		
8	Apakah sekolah kamu memberikan pembelajaran mengenai kesehatan gigi dan mulut?		
9	Apa kamu menyukai game?		
10	Apa kamu sering bermain game?		
11	Apakah kamu pernah memainkan game yang isinya tentang kesehatan gigi dan mulut?		
12	Apakah kamu setuju dengan adanya game tentang kesehatan gigi dan mulut?		

Lampiran 2 Post Treatment

**ANGKET PENELITIAN KESEHATAN GIGI DAN MULUT
PADA ANAK USIA DINI DALAM DUA BAHASA
MELALUI GAME**

1. Setelah bermain game “The World of Gigi” apakah kamu sudah dapat mengerti bagaimana menjaga kesehatan mulut dan gigi ?

☐ Ya

☐ Tidak

2. Setelah bermain game “The World of Gigi” apakah kamu sudah dapat mengetahui kuman-kuman penyebab penyakit gigi dan mulut?

☐ Ya

☐ Tidak

3. Setelah bermain game “The World of Gigi” apakah kamu sudah dapat mengerti bagaimana langkah-langkah menyikat gigi yang baik dan benar ?

☐ Ya

☐ Tidak

4. Setelah bermain game “The World of Gigi” apakah kamu sudah dapat mengetahui bahwa menyikat gigi malam hari sebelum tidur itu penting?

☐ Ya

☐ Tidak

5. Seberapa kamu menyukai game “The World of Gigi” ini?

(pilih skala penilaian 1-5)

☐ 1☐ 2☐ 3☐ 4☐ 5

6. Setelah memainkan game ini, apakah kamu ingin memainkan game “The World of Gigi” lagi?

☐ Ya☐ Tidak

7. Setelah bermain game, apakah game “The World of Gigi” membantu kamu dalam belajar tentang kesehatan mulut dan gigi?

☐ Ya☐ Tidak

8. Setelah bermain game, apakah kamu lebih rutin menjaga kesehatan gigi dan mulut?

☐ Ya☐ Tidak

9. Setelah bermain game, apakah kamu akan ke dokter gigi untuk merawat gigimu ?

(jika pertanyaan nomor 8 menjawab ya)

☐ Ya☐ Tidak

10. Apakah metode pembelajaran melalui game, seperti game “The World of Gigi” ini berguna dalam pembelajaran kamu ?

☐ Ya

(LANJUTAN)

☐ Tidak

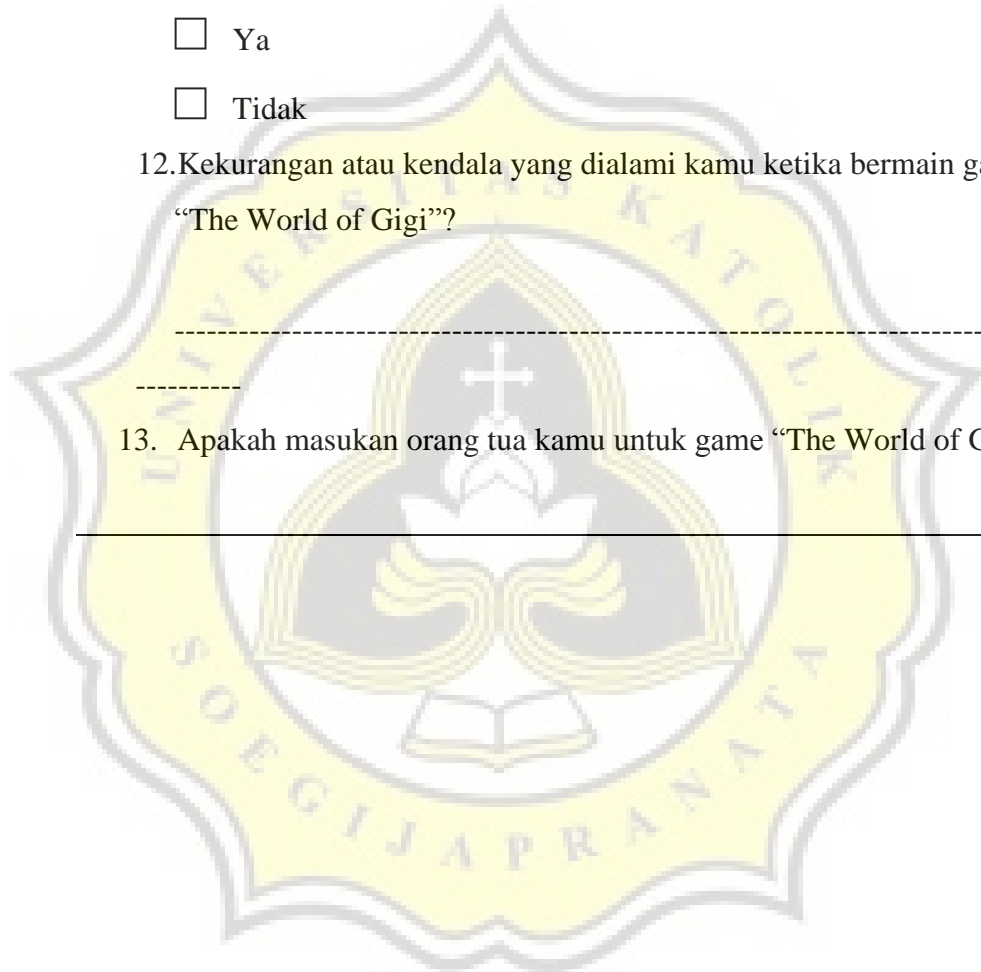
11. Apakah kamu akan memberi tahu teman kamu tentang game “The World of Gigi” agar mereka bermain dan menjaga kesehatan gigi dan mulut ?

☐ Ya

☐ Tidak

12. Kekurangan atau kendala yang dialami kamu ketika bermain game “The World of Gigi”?

13. Apakah masukan orang tua kamu untuk game “The World of Gigi”?





Lampiran 3 Pemrograman Loading awal

1	System	On start of layout	Text6	Set web font "carter_oneregular" from "stylesheet.css"
			Sprite62	Set width to 0
				Add action
2	System	Every 0.1 seconds	Sprite62	Set width to clamp(0,(loadingprogress * 250),250)
				Add action
3	Sprite62	Width = 250	System	Go to menu
				Add action
				Add event



Lampiran 4 Pemrograman Menu

Global number bahasa = 0			
1	System	On start of layout	<div> <div>start</div> <div>Start Timer "start" for 3 (Once)</div> </div> <div> <div>Audio</div> <div>Play S31-The Groove looping at volume 0 dB (tag "bgmusic")</div> </div> <div> <div>Text4</div> <div>Set web font "carter_oneregular" from "stylesheet.css"</div> </div> <div> <div>Text5</div> <div>Set web font "carter_oneregular" from "stylesheet.css"</div> </div> <div>Add action</div>
2	start	On Timer "start"	<div> <div>start</div> <div>Set position to (411, 407)</div> </div> <div> <div>selectBahasa</div> <div>Set position to (395, 222)</div> </div> <div> <div>ind</div> <div>Set position to (334, 252)</div> </div> <div> <div>ing</div> <div>Set position to (441, 253)</div> </div> <div> <div>Text4</div> <div>Set position to (299, 265)</div> </div> <div> <div>Text5</div> <div>Set position to (414, 265)</div> </div> <div>Add action</div>
3	Touch	On tap gesture on start	<div> <div>Audio</div> <div>Play click01 not looping at volume 0 dB (tag "plysrt")</div> </div> <div> <div>System</div> <div>Go to komik</div> </div> <div>Add action</div>
4	Touch	On tap gesture on ind	<div> <div>Audio</div> <div>Play click01 not looping at volume 0 dB (tag "plysrt")</div> </div> <div> <div>selectBahasa</div> <div>Set position to (697, 741)</div> </div> <div> <div>ind</div> <div>Set position to (860, 778)</div> </div> <div> <div>ing</div> <div>Set position to (860, 778)</div> </div> <div> <div>Text4</div> <div>Set position to (860, 778)</div> </div> <div> <div>Text5</div> <div>Set position to (860, 778)</div> </div> <div> <div>System</div> <div>Set bahasa to 0</div> </div> <div>Add action</div>
5	Touch	On tap gesture on ing	<div> <div>Audio</div> <div>Play click01 not looping at volume 0 dB (tag "plysrt")</div> </div> <div> <div>selectBahasa</div> <div>Set position to (697, 741)</div> </div> <div> <div>ind</div> <div>Set position to (860, 778)</div> </div> <div> <div>ing</div> <div>Set position to (860, 778)</div> </div> <div> <div>Text4</div> <div>Set position to (860, 778)</div> </div> <div> <div>Text5</div> <div>Set position to (860, 778)</div> </div> <div> <div>System</div> <div>Set bahasa to 1</div> </div> <div>Add action</div>
Add event			

Lampiran 5 Pemrograman Level

Global number CurrentLevel = 1			
1	System	On start of layout	LocalStorage Check item "CurrentLevel" exists
Add action			
2	LocalStorage...	On item "CurrentLevel" exists	LocalStorage Get item "CurrentLevel"
Add action			
3	LocalStorage...	On item "CurrentLevel" missing	System Set CurrentLevel to 1
Add action			
4	LocalStorage...	On item "CurrentLevel" get	System Set CurrentLevel to LocalStorage.ItemValue
Add action			
5	System	Every tick	
Add action			
6	System	CurrentLevel = 1	Button1 Set animation frame to 0
			Button2 Set animation frame to 1
			Button3 Set animation frame to 1
			Button4 Set animation frame to 1
			Sprite17 Set opacity to 100
			Sprite18 Set opacity to 40
			Sprite19 Set opacity to 40
			Sprite20 Set opacity to 40
Add action			
7	System	Else	Button1 Set animation frame to 0
			Button2 Set animation frame to 0
			Button3 Set animation frame to 1
			Button4 Set animation frame to 1
			Sprite17 Set opacity to 100
			Sprite18 Set opacity to 100
Add action			
9	System	Else	Button1 Set animation frame to 0
			Button2 Set animation frame to 0
			Button3 Set animation frame to 0
			Button4 Set animation frame to 0
			Sprite17 Set opacity to 100
			Sprite18 Set opacity to 100
			Sprite19 Set opacity to 100
			Sprite20 Set opacity to 100
Add action			
10	Touch	On tap gesture on Button1	System Go to level 1
			Animation frame = 0
Add action			
11	Touch	On tap gesture on Button2	System Go to level 2
			Animation frame = 0
Add action			
12	Touch	On tap gesture on Button3	System Go to animasi
			Animation frame = 0
Add action			
13	Touch	On tap gesture on Button4	System Go to level 4
			Animation frame = 0
Add action			

Lampiran 6 Pemrograman game stage

Global number	pause	= 0
Global number	kumanlagikanan	= 0
Global number	kumanlagikiri	= 1
Global number	pop3	= 0
Global number	pop2	= 0
Global number	pop1	= 0
Global number	pop4	= 0
Global number	itung	= 0
Global number	nyawa	= 0
Global number	kumankiri2	= 1
Global number	kumankanan2	= 0
Global number	kumankanan	= 1
Global number	kumanKiri	= 0
Global number	score	= 0

1	System	On start of layout	System	Set nyawa to 192
			System	Set group "dokter" Deactivated
			System	Set layer 3 Invisible
			System	Set layer 2 Visible
			System	Set layer 1 Visible
			System	Set itung to 0
			com	Set Invisible
			Sprite10	Set Invisible
			Sprite11	Pin Pin to kuman2 (Position only)
			Sprite13	Pin Pin to Sprite12 (Position only)
			Sprite14	Pin Pin to kuman3 (Position only)
			Sprite15	Pin Pin to kuman (Position only)
			Sprite16	Pin Pin to kumana (Position only)
			Audio	Stop "bgmusic"
			Audio	Play Boss 3 looping at volume 0 dB (tag "lv1")
			Text	Set web font "carter_oneregular" from "stylesheet.css"
			Add action	
2	System	Every tick	Add action	
3	gigi	On collision with Sprite9	System	Set group "dokter" Activated
			gigi	Set Platform Disabled
			Add action	
4	dokter			
5	System	Group "dokter" is active	System	Set layer 3 Visible
			System	Set layer 2 Invisible
			System	Set layer 1 Invisible
			com	Set Visible

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6	System	bahasa = 1	com	Set Visible
	System	Trigger once	com	Set animation to "ing" (play from beginning)
			Add action	
7	System	bahasa = 0	com	Set Visible
	System	Trigger once	com	Set animation to "default" (play from beginning)
			Add action	
8	com	Animation frame = 1	Sprite10	Set Visible
			Add action	
9	Touch	On touched	Sprite10	Audio
				Play click01 not looping at volume 0 dB (tag "")
			System	Go to level
			System	Set CurrentLevel to 2
			LocalSto...	Set item "CurrentLevel" to CurrentLevel
			System	Set score to 0
			Add action	
10	gerakan			
11	Touch	Is touching	Sprite57	gigi
				Set Mirrored
	System	pause = 0	gigi	Simulate Platform pressing Left
			Add action	
	Touch	Is touching	Sprite58	gigi
				Set Not mirrored
12	Touch	Is touching	Sprite58	gigi
				Set Not mirrored
	System	pause = 0	gigi	Simulate Platform pressing Right
			Add action	
13	Touch	Is touching	Sprite59	gigi
				Simulate Platform pressing Jump
	System	pause = 0	Audio	Play lompat not looping at volume 0 dB (tag "jump")
			Add action	
14	TiledBac...	Width ≤ 48	gigi	Set animation to "parah" (play from beginning)
			Add action	
15	System	Else	gigi	Set animation to "sakit" (play from beginning)
	TiledBac...	Width ≤ 96	Add action	
16	System	Else	gigi	Set animation to "terluka" (play from beginning)
	TiledBac...	Width ≤ 144	Add action	
17	System	Else	gigi	Set animation to "default" (play from beginning)
	TiledBac...	Width ≤ 192	Add action	
18	TiledBac...	Width ≤ 192	System	Set nyawa to 192
			Add action	
19	TiledBac...	Width ≤ 0	System	Restart layout
			Add action	

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20	▢	kuman					
21		kuman	Platform has wall to left	System	Set kumankanan to 1		
				System	Set kumanKiri to 0		
				Add action			
22		kuman	Platform has wall to right	System	Set kumankanan to 0		
				System	Set kumanKiri to 1		
				Add action			
23		System	kumankanan = 1	kuman	Simulate Platform pressing Right		
				kuman	Set Not mirrored		
				Add action			
24		System	kumanKiri = 1	kuman	Simulate Platform pressing Left		
				kuman	Set Mirrored		
				Add action			
25		gigi	On collision with kuman	Audio	Play button3020 not looping at volume 0 dB (tag "")		
				gigi	Set Platform vector Y to -500		
				System	Subtract 10 from nyawa		
				TiledBac...	Set width to TiledBackground.Width - 10		
				Add action			
40	▢	poin					
41		gigi	On collision with nyawa3	Audio	Play nyawa not looping at volume 0 dB (tag "soul")		
				nyawa3	Destroy		
				System	Add 10 to nyawa		
				TiledBac...	Set width to TiledBackground.Width + 10		
				Add action			
43		gigi	On collision with poin	Text	Set text to score		
				Text	Set web font "carter_oneregular" from "stylesheet.css"		
				Audio	Play poin not looping at volume 0 dB (tag "pasta")		
				poin	Destroy		
				System	Add 10 to score		
				Add action			
44		TiledBac...	Width ≥ 192	TiledBac...	Set width to 192		
				Add action			
45		Touch	On tap gesture on Sprite46	Audio	Play click01 not looping at volume 0 dB (tag "")		
		System	pause = 0	System	Set time scale to 0		
				System	Set layer "pause" <i>Visible</i>		
				System	Set pause to 1		
				Add action			

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47	popup		
48	System	bahasa = 1	Sprite12 Set animation to "ing" (play from beginning)
			Add action
49	System	bahasa = 0	Sprite12 Set animation to "Default" (play from beginning)
			Add action
50	gigi	On collision with Sprite11	Add action
	System	pop1 = 0	
51	System	Trigger once	Sprite12 Set animation frame to 0
			Sprite12 Set position to (426, 259)
			System Set pop1 to 1
			System Set time scale to 0
			Add action
52	gigi	On collision with Sprite14	Add action
	System	pop2 = 0	
54	gigi	On collision with Sprite15	Add action
	System	pop3 = 0	
56	gigi	On collision with Sprite16	Add action
	System	pop4 = 0	
58	Touch	On tap gesture on Sprite13	System Set time scale to 1
			Sprite12 Set position to (1500, 1500)
			Add action